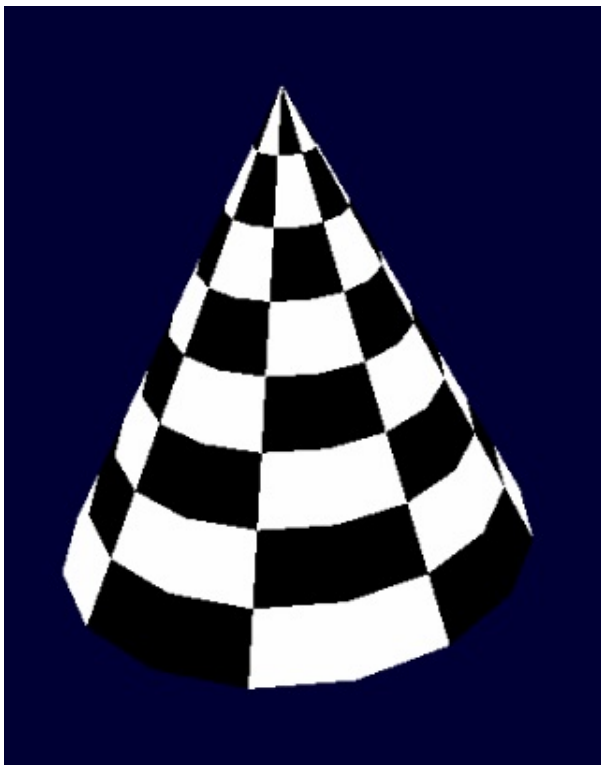


# Cone



## Parameters

- **Name** - This is the name of the object. You need to give an object a name when you want to use it later with different commands like Set, [If Collision](#), etc... The Name must be unique with no spaces or special characters and could not start with numbers.
- **Width** - The width of the object
- **Height** - The height of the object
- **Depth** - The depth of the object
- **X** - The X location of the object
- **Y** - The Y location of the object
- **Z** - The Z location of the object
- **X Axis** - The X axis of the object
- **Y Axis** - The Y axis of the object
- **Z Axis** - The Z axis of the object
- **Texture** - The Texture of the object
- **Texture Alpha** - The object's texture alpha. 0 for fully transparent and 1 for opaque
- **Scale X** - The X scale of the object. 1 for normal scale
- **Scale Y** - The Y scale of the object. 1 for normal scale
- **Scale Z** - The Z scale of the object. 1 for normal scale
- **Scale U** - The object's texture U scale. 1 for normal scale
- **Scale V** - The object's texture V scale. 1 for normal scale
- **Offset U** - The object's texture U offset
- **Offset V** - The object's texture V offset
- **Segments Width** - The object's geometry width segments number
- **Segments Height** - The object's geometry height segments number
- **Visible** - The object's visibility. 1 for visible. 0 for hidden
- **Rotation X** -

- **Rotation Y** -
- **Rotation Z** -
- **Local Rotation X** -
- **Local Rotation Y** -
- **Local Rotation Z** -
- **Axis Collision** -
- **Polygon Collision** -
- **Collision** -
- **Static** -
- **Mass** -
- **Friction** -
- **Restitution** -
- **Translate X** -
- **Translate Y** -
- **Translate Z** -
- **Gravity X** -
- **Gravity Y** -
- **Gravity Z** -
- **Linear Velocity X** -
- **Linear Velocity Y** -
- **Linear Velocity Z** -
- **Angular Velocity X** -
- **Angular Velocity Y** -
- **Angular Velocity Z** -
- **Effectuated By Lights (Texture)** -
- **Shadow Type (Texture)** -
- **Casts Shadows** -



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